






Bullywug

Wednesday, June 18, 2014 1:16 PM

	X				
	X				
					
	X				
	X KO	X			

Attack: Stab With Spear

Attack adjacent foe with wooden spear.

Special: Big Jumpers

Can move 4" over and 2" up. This can be used to surround foes or flee.

Bonus Ability: Aquatic


Can breathe under water for 10 minutes and can swim at 3 squares rate.



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Gnoll, Standard

Wednesday, June 18, 2014 1:09 PM

	X	X			
					
					
	X				
	X KO	X			

Attack: Vicious Slash

Melee attack on adjacent foe.

Special: Pack Attack

If an opponent is engaged by an ally you can make a melee attack with 1 extra die.

Bonus Ability: Rabid Strike






Can take -1 defense and add +1 dice to attack.



Created with Microsoft OneNote 2013.

Gnoll, Shaman

Wednesday, June 18, 2014 1:15 PM

					
					
	X	X			
	X				
	X KO	X			

Attack: Howling Bolt

Ranged attack at a target within 4 squares.

Special: Mystical Charms

Mystical protective charms add +1 die to Defense for Magic only.

Bonus Ability: Evil Eye Curse





Can curse target on a successful attack roll with Magic. If target is hit they lose 1d6 on any attack. Cured when any type of Healing Magic is used on the target.



Created with Microsoft OneNote 2013.

Gnoll, War Leader

Wednesday, June 18, 2014 1:15 PM

	X	X	X		
					
					
	X	X			
 KO	X	X	X		

Attack: Vicious Slash

Melee attack on adjacent foe.

Special: Pack Attack

If an opponent is engaged by an ally you can make a melee attack with 1 extra die.

Bonus Ability: Rabid Strike






Can take -1 defense and add +1 dice to attack.



Created with Microsoft OneNote 2013.

Lizard, Giant

Monday, June 16, 2014 12:51 PM

	X	X			
					
					
	X	X			
	X KO	X	X		

Attack: Bite Attack

Melee attack against an adjacent foe.

Special: Whipping Tail

Melee attack against two foes that are within 2 squares of tail. Target can make either defense or agility to defend.

Bonus Ability: Snake Senses

Snake can function in complete darkness.



Created with Microsoft OneNote 2013.

Ogre

Wednesday, June 18, 2014 1:02 PM

	X	X			
					
					
	X				
	X KO	X	X		

Attack: Club Smash

Attack adjacent melee foe with large club. If he rolls a 6 and hits the target falls down and is knocked back 2 squares.

Special: Wide Swing

Attack two adjacent foes who are next to each other with large club. Only rolls one attack die on each foe.

Bonus Ability: Tough Grunt






Rolls 2 dice for defense if the attack is NOT from a magical attack.



Created with Microsoft OneNote 2013.

Rat, Giant

Wednesday, June 18, 2014 1:16 PM

	X				
					
					
	X				
	X KO				

Attack: Horrid Bite

Melee attack against an adjacent foe.

Special: Pack Attack

If an opponent is engaged by an ally you can make a melee attack with 1 extra die.

Bonus Ability: Coward




Move up to 8 squares if attacked your last turn.



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Captain Magma's Lava Pirate Crew

Monday, May 25, 2015 8:08 AM

	X	X			
	X				
					
	X				
	X KO	X			

Attack:

Flaming Cutlass Slash - Attack adjacent foe.

Flaming Flintlock - Can do a ranged attack up to 4 squares away. Takes a long time to reload.

Bullying Attack - +1 dice when attacking next to another pirate.

Special:






Lava Body - Does 1 damage to attacker's weapon or attacker if they do not have a weapon that can resist flame.

Bonus Ability:

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King Of The Mountain

Saturday, May 30, 2015 11:33 AM

	X	X			
					
					
	X	X	X		
 KO	X	X	X	X	X

Attack:

Pounding Fist - Attack adjacent foe. Attack does 2 damage.

Earthquakes When He Walks - When the King Of The Mountain walks the ground shakes! If he walks next to someone who is not a Rock Man they must make a Bow roll at difficulty 2 or fall to the ground.

Special:

Rock Body - The rock men do not eat, sleep, breathe, or have any internal organs at all.





Bonus Ability:



Created with Microsoft OneNote 2013.

Mountain's Rock Men

Saturday, May 30, 2015 11:35 AM

	X	X			
					
					
	X	X			
	X KO	X			

Attack:

Pounding Fist - Attack adjacent foe.

Thrown Arm - Using their Sword to attack the Rock Men can literally throw one of their arms to a range of 4. This does 1 damage if it hits.

Special:

Rock Body - The rock men do not eat, sleep, breathe, or have any internal organs at all.

Bonus Ability:



Created with Microsoft OneNote 2013.